NES-DT-USA

# DONKEY KONG 3®

## INSTRUCTION BOOKLET

*Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.*

**Thank you for selecting the Nintendo® Entertainment System™ Donkey Kong 3® Pak.**

## OBJECT OF THE GAME/GAME DESCRIPTION

**Donkey Kong's loose in the greenhouse and only Stanley the bugman can stop him. Armed with a can of bug repellant, Stanley must work furiously to keep Donkey Kong and all of the Buzz bees and Bee spies away from his flowers. Get the super spray and you can blast your way through three screens full of greenhouse excitement.**

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

# *1. PRECAUTIONS*

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

**Note:** In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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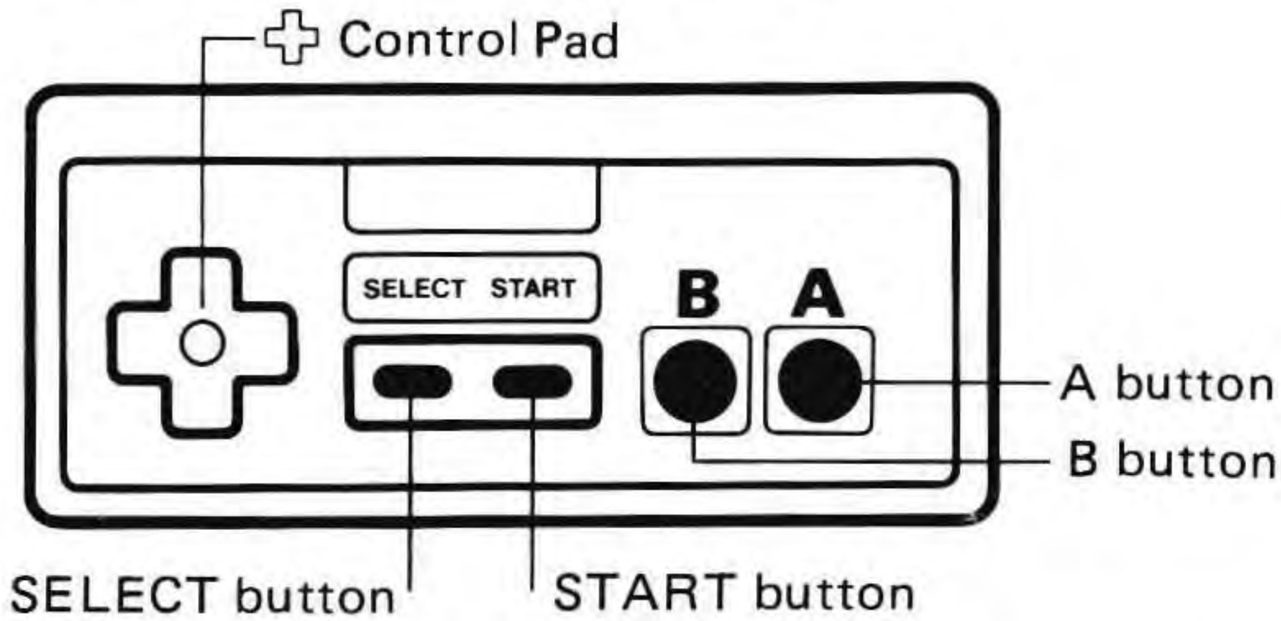
# 2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

**Controller 1** — For playing alone.
**Controller 2** — For second player in 2 player games.

## Controller 1/Controller 2

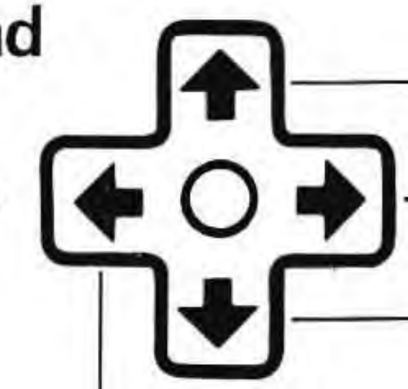



**A or B Button**

He Sprays

## Control Pad

**Moves Stanley**



He Jumps Up to a Higher Floor.

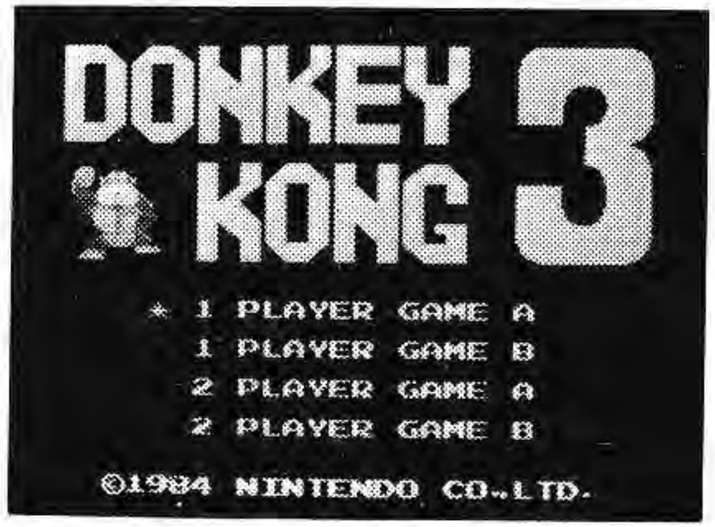
He Walks to the Right.

He Jumps Down to a Lower Floor.

He Walks to the Left.

* Select and Start Buttons Are Not Used on Controller 2.

SELECT and START buttons are functional on **Controller 1 ONLY.**




## SELECT button

Press this button during the demonstration sequence to recall the game menu.
Press this button again to move the asterisk (*) to the game you wish to select:

1-Player game A — Beginner
1-Player game B — Expert
2-Player game A — Beginners
2-Player game B — Experts

The Select button will not work once the game has begun.

## START button

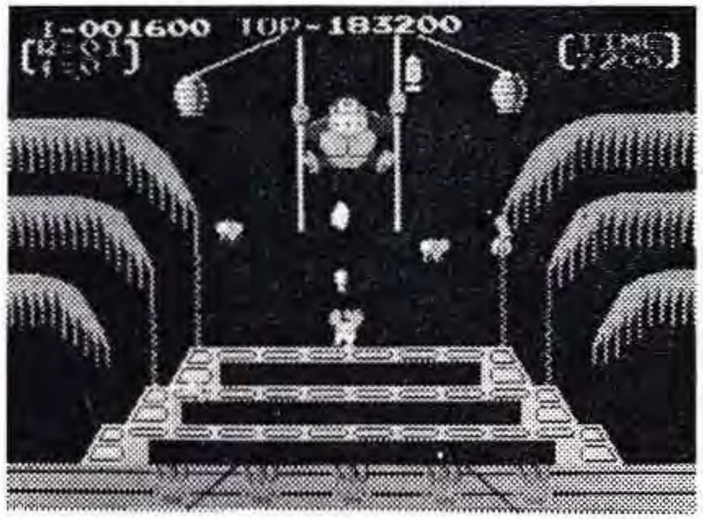
Press this button to begin.

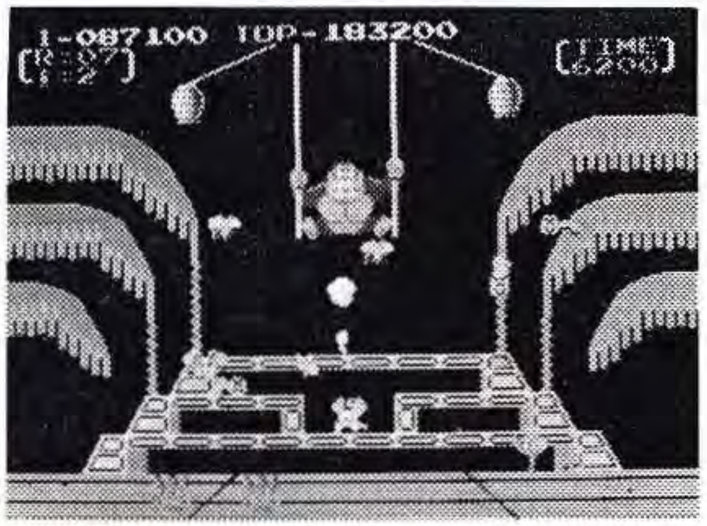
**Pause:**

If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

* The Top score will reset to 0 if the reset button (on the control deck) is pressed or the power is turned off.
* Use Controller 1 for 1 Player games.
* Use Controller 1 and 2 for 2 Player games.

# 3. HOW TO PLAY



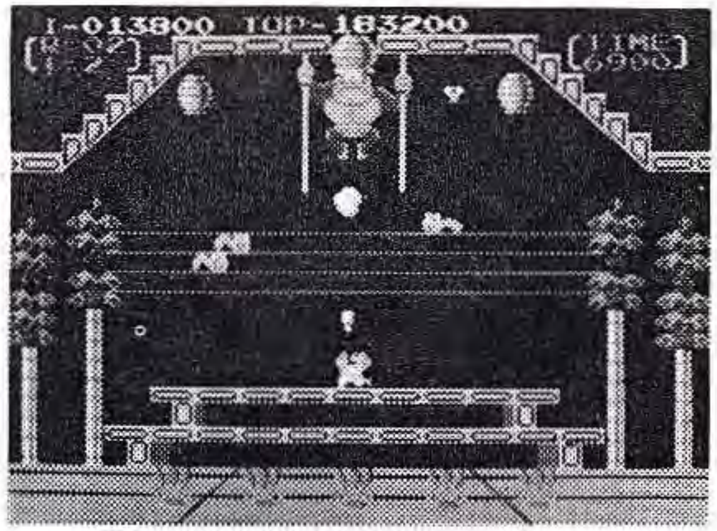

1. Spray repeatedly to get Donkey Kong up to the top of the vines and to zap the bees.

2. A power spray can is attached to the vine. Spray Donkey Kong up to where the power spray can is attached and it will drop down to where Stanley can pick it up. Use it when Stanley is in trouble and needs to fight back.

   * The effects of the power spray wear off after some time.

3. The score for zapping a bee depends on the type of attack the bee makes.
   Queen Buzzbees must be zapped twice. In the end, they explode and scatter all over the place so you have to be careful not to get hit by them.

4. The bees come to get the flowers at the bottom of the screen. Zap them before they return to their nest. Successfully guarded flowers count as bonus points.




* Depending on the timing of your sprays, the vines in the center of the screen may disappear, but this does not affect the game.

5. "Creepies" slowly come down from the palm trees to attack. Their movements are slow, but they quickly revive after being sprayed. Chase back the ones in the trees, and knock out the ones on the floor. When a creepy is knocked out, you can safely walk past it.

6. There are three different rounds. After round three, you go back to round one.

## Characters

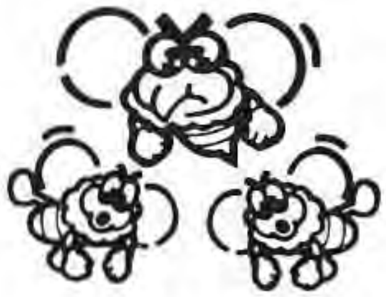
| Creepy the snake | Beespy | Buzzbee |
|---|---|---|
| | | |

Stanley

Donkey Kong

## Scoring

- Successfully guarded flowers: Bonus = 500 pts. x remaining number of flowers — However, if all five flowers are successfully guarded, you get a perfect score of 3,000 pts.
- Time bonus points.
  Any time left at the end of the round is added onto your score.
  * Remember, of course, the longer the round lasts, the less time is left at the end.



**Guards (two)**
**1,000 pts.**

**Guard (one)**
**700 pts.**

**Buzzbee with a flower**
**400 pts.**

**Beespy**
**400 pts.**

**Attacker**
**200 pts.**

**Buzzbee**
**100 pts.**

* As the rounds advance, other pesky bugs also appear.

## Extra points

When the score goes over 50,000 pts., you get an extra Stanley.

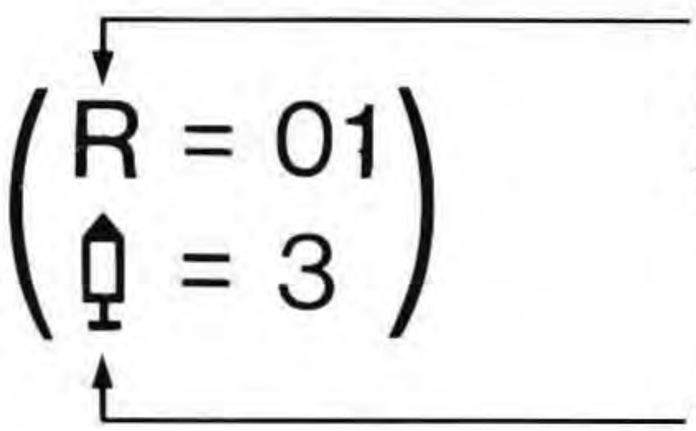
## Beware!

Stanley dies if:

- Stanley is hit by a bee.
- Stanley is hit by a creepy.
- Stanley is hit by a dart thrown by a buzzbee.
- Donkey Kong drops to the floor.
- Stanley is hit by a coconut thrown by Donkey Kong.
- The time runs down to 0 (zero).

## Number of rounds and Stanleys left

Shown at the upper left of the screen.




**Round**

(What round you get to depends how good a gardener you are!)

This shows the remaining number of Stanleys.

# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

# 90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

**90-DAY LIMITED WARRANTY:**

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

**To receive this warranty service:**

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

**REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:**

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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Nintendo

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